Cultural Icon and Cultural Tradition

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Abstract

By taking literature survey, specially focussing on the development of both internationalism and nationalism in design, this study emphasizes the importance of cultural factors on design and the originality of design ideas taken from vernacular culture. It presents the idea of 'invented tradition' to tackle the anxiety between tradition and innovation in vernacular design. It believes that culture is not fixed and immutable, but is capable of adaptation in many ways and at many levels. Tradition is not a burden or resistant to new culture; on the contrary, it offers the basis for creating new culture. To inherit tradition is a process of re-selection and rediscovery, and the 'editing' of visual language from traditional images or details and 'quotation' of symbolic ideological identities haves always been of great interest for designers pursuing new forms.

The findings of this study illustrate that the application of cultural icons helps to create cultural identity in design, and local visual elements, motifs and design philosophy are useful for developing product forms and design ideas.

Keywords
culture, sign, tradition.

The interface design of "yubimoji - the Japanese Hand Alphabet" learning system.
The interface design according to the purpose.

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Abstract

This research aims at examining how interface design should be used in software development.

Using the learning software of "yubimoji -the Japanese Hand Alphabet", which is one of the communication methods of deaf people in Japan, the goal of this research is the development of the most effective interface design for this learning software. Conformance of purpose and interface design is important in creating educational software.

Yubimoji learning software has two purposes, which are the "Hearing" and the "Speaking". In other words, the "Hearing" is to read Hand-shapes and the "Speaking" is to show them. These contents which have two learning purposes need different interface designs. Each interface design was planned to conform to the learning purpose.

The necessary elements of the interaction design were broken down. These elements are "object", "position", "timing", "action" and "effect". Careful consideration was given to the conformance of purpose and interface design resulting in the interfaces consisting of a combination of elements.

These interfaces were "the imitation of hand position and shape" and "the browse training" to improve reading speed. The interface design must change according to what is needed.

This is the first step to the development of an interface design, which is most suitable for Hand Alphabet learning.

Keywords
Interface Design, Information Design, Hand Alphabet, Software Development, Deaf